

OPERATION OF GAMING ESTABLISHMENTS

REGULATION 5.160 SURVEILLANCE SYSTEMS

NEW SURVEILLANCE STANDARD 11 FOR NONRESTRICTED LICENSEES

PURPOSE OF AMENDMENTS: To establish the standards that will be applicable to digital video recordings when they are used in surveillance systems by nonrestricted licensees as required by or provided for within any published surveillance standard, and Nevada Gaming Commission Regulation 5.160: to take such additional action as may be necessary and proper to effectuate these stated purposes.

STANDARD 11

DIGITAL VIDEO RECORDING STANDARDS (Draft Date: December 27, 2004)

1. As used herein, a "digital video recording" (DVR) shall mean: "visual images of the natural world converted into numbers and stored on tape, digital video disk, or other storage medium, for later reproduction."
2. All DVR equipment and systems used by a licensee in their surveillance system to comply with the requirements of NGC Regulation 5.160 and the Surveillance Standards, shall:
 - a. Be capable of recording and thereafter, being viewed, at a minimum of 30 images per second, full screen, in real time.
 - b. Have visual resolution of sufficient clarity to meet all published Surveillance Standards.
 - c. Maintain in their media storage system for a period of not less than seven (7) days, all images obtained from the video cameras.
 - d. Have a failure notification system that provides an audible, as well as a visual notification of any failure in the surveillance system or the DVR media storage system.
 - e. Have a media storage system that is configured so that a failure of any single component in the media storage system, will not result in the loss of any data.
2. Any part of a Category "A," "B," or "C" licensee's surveillance system that uses a DVR, must not have more than 8 input devices per encoder or switch.
3. Remote access to a surveillance system using DVR's, from any location outside of the surveillance room, must be disclosed to the Enforcement Division of the Gaming Control Board, and the transmission must be encrypted, fire walled on both ends and password protected.

4. A video verification encryption code (also known as a watermark) must be recorded on all digital video disks or other storage media, produced from the DVR system.

5. A video verification encryption code (watermark), must be submitted to the Gaming Control Board, at no cost to the Board, before the Board's inspection and approval of the DVR system.

6. Any failure of a DVR storage media, it must be repaired or replaced within 1 hour of the failure.

(Effective date:_____).

OPERATION OF GAMING ESTABLISHMENTS

REGULATION 5.160 SURVEILLANCE SYSTEMS

NEW SURVEILLANCE STANDARD 12 FOR NONRESTRICTED LICENSEES

PURPOSE OF AMENDMENTS: To establish surveillance standards to safeguard against failures of the surveillance system; to establish that a surveillance system of a category "A," "B," or "C" licensee, must be established and thereafter, maintained, so that a failure of any part or component will not result in the cessation of more than 50% of the surveillance coverage of the gaming area; to take such additional action as may be necessary and proper to effectuate these stated purposes.

STANDARD 12

SURVEILLANCE SYSTEM STANDARDS (Draft Date: December 27, 2004)

The surveillance system of a category "A," "B," or "C" licensee, must be established and thereafter, maintained, so that a failure of any part or component will not result in the cessation of more than 50% of the surveillance coverage of the gaming area.

(Effective date:_____).